
Subject: 2 BRenBot Questions

Posted by [rrutk](#) on Fri, 24 Apr 2009 13:04:18 GMT

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2 BRenBot Questions:

1) How to automatically start modules on startup of the bot?

I have to activate bhs, gamelog and ssgmlog always manually and they are deactivated after restart again.

2) Is there a way to keep the bot alive, if no players join in the game and the game is on standby? because there is no activity in the irc-channel/bot without players, i always got a ping timeout and the bot left the channel after 20 minutes.

Subject: Re: 2 BRenBot Questions

Posted by [danpaul88](#) on Fri, 24 Apr 2009 13:46:49 GMT

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If those modules turn themselves off when the bot is restarted that means theres a problem with the configuration and they are automatically being disabled. In 1.52 modules in an error condition show up in orange in the !modules command, try checking the console to see what error messages are being given.

Subject: Re: 2 BRenBot Questions

Posted by [rrutk](#) on Fri, 24 Apr 2009 15:28:50 GMT

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- bhs showed up in RED

- gamelog and ssgmlog showed up in ORANGE

- if i activate bhs with "set bhs on", it showed up in GREEN

- if i activate gamelog with "set gamelog on", it showed up in GREEN

- after activation of ssgmlog it still showed up in ORANGE

- irc i got:

"<VWMM_Bot> 04 Warning: The FDS has not responded to the last two status requests, it may have gone offline.", but i'm able use commands for the fds.

- BRenBot shows up like this, BUT BHS.DLL is in RenegadeFDS/Server !!! I'm running VistaX64, Admin Mode.

My Config:

BRenBot configuration file

```
#  
# This is the main configuration file for BRenBot. It is recommended that  
# you read the readme file before you start editing this. You should edit  
# at least the ircAdminChannel and botName settings.  
  
#-----  
# IRC Settings  
# General settings for the irc connection  
#-----  
  
# IRC server to connect to  
IrcServer = irc.n00bstories.com  
IrcPort = 6667  
  
# Username for BRenBot to use in IRC  
BotName = VWMM_Bot  
BotFullName = BRenBot 1.52 (Win32)  
  
# IRC admin channel  
ircAdminChannel = #rrutk2  
ircAdminChannelKey =  
  
# IRC public channel, leave channel name blank to disable  
ircPublicChannel = #rrutk2  
ircPublicChannelKey =  
  
# Maximum characters per second to send to the irc.  
ircCharsPerSecond = 8000  
  
# Adds [BR] to the front of all IRC messages. Intended for compatibility  
# with mirc bots which parse BRenBot messages and expect this to be there.  
prefixIRCMessages = 0  
  
# Shows team (F3) chat in the public irc channel. Only has an effect if  
# you use the public channel and teammessages module is enabled.  
showTeamChatInPublicChan = 0  
  
#-----  
# IRC Auth Settings  
# Various methods to get your bot to authorise itself on IRC  
#-----  
  
# Enable auth via "Q" or "Nickserv" below. Sample input is shown.  
Qauth = 0  
Qusername = RenBot01
```

```
Qpassword = mypassword

# NickServ authorisation. To use NickServ authorisation fill in the Nickservauth
# parameter as appropriate. Example: Nickservauth = identify botNickPass
Nickservauth = 0
Nickservname = Nickserv

# OPER authorisation, if you dont know what this is don't worry about it.
# Fill in the password and user paramaters to enable oper auth.
operAuthUser =
operAuthPass =
```

```
#-----
# Windows or Linux
# BotMode MUST be "WIN32" for windows servers, or "LFDS" for Linux servers.
#-----
```

```
BotMode = WIN32
```

```
#-----
# Remote Admin Settings
#
# The next 3 lines should be the same info that is in your server.ini
# Note: Although it says "Linux" its the same for Win32 :-
#-----
```

```
RenRemLinuxHost = 127.0.0.1
RenRemLinuxPort = 4949
RenRemLinuxPassword = cencored
```

```
#-----
# FDS Installation
#
# Verify these paths are correct with your Renegade installation.
# Note: FDSLogFile must end with the trailing slash (as example below)!!
# Note: Linux users use forward slashes (/) in your paths.
#-----
```

```
FDSConfigFile = C:\Program Files (x86)\RenegadeFDS\Server\data\svrcfg_cnc.ini
FDSSLogFile = C:\Program Files (x86)\RenegadeFDS\Server\
```

```
#-----  
# Miscellaneous Settings  
# Settings that dont fit under any of the other categories  
#-----  
  
# Every x seconds the bot will announce a random line from AutoAnnounceFile.  
AutoAnnounceInterval = 300  
  
# LadderLookup currently not working. Do not turn it on or it will hang the bot.  
EnableLadderLookup = 0  
  
# Set vehicle kick to 1 for Sniper servers  
VehicleKick = 0  
  
# Name of the BrenBot Executable, can have any file extension. Used by restart.exe  
BRenBot_Executable = brenbot.exe  
  
# Forces all players to have bhs.dll (NOT RECOMMENDED)  
Force_bhs_dll = 1  
  
# Enable paging players with CMSGP instead of PPAGE. This causes pages to be green, which  
# is generally more readable ingame, but has been known to cause crashes on the LFDS.  
Enable_CMSG_Paging = 1  
  
# Donate is tied to gamelog, because bhs.dll can crash the FDS if a player tries to donate  
# to someone who has not finished loading the map. Enabling this means people will be able  
# to crash your server!  
  
Separate_Donate_From_Gamelog = 0  
  
#-----  
# Voting Settings  
# Settings for BRenBot's voting system  
#-----  
  
# Set this to 0 to disable voting, 1 to enable  
VotingEnabled = 0  
  
# How long votes should last, in seconds.  
VotingPeriod = 60  
  
# Enable / Disable the different types of votes here. 1 to enable, 0 to disable.  
Voting_Allow_Change_Nextmap = 0  
Voting_Allow_Gameover = 0  
Voting_Allow_Kick = 0
```

```
#-----  
# BR Configuration Files  
# Filenames for other config files, you should not need to change these.  
#-----
```

```
AutoAnnounceFile = autoannounce.cfg  
Messagesfile = messages.cfg  
ModeratorsFile = moderators.cfg  
PresetsFile = presets.cfg  
KickLogFile = kicklog.log  
BanLogFile = banlog.log  
MiscLogFile = misclog.log
```

```
#-----  
# Automatic Recommendations  
#-----
```

```
# Minimum score needed to get the end of game highest score recommendation  
Autorec_Minimum_Score = 1
```

```
# Minimum kills needed to get the end of game most kills recommendation  
Autorec_Minimum_Kills = 1
```

```
# Minimum k/d ratio needed to get the end of game best KD recommendation  
Autorec_Minimum_KD = 0.1
```

```
#-----  
# Moderator Setting  
#-----
```

```
# Force moderators to register their username on BRenBot, so they have to !auth  
# to get their moderator powers. Set to 1 to enable, 0 to disable.  
Moderators_Force_Auth = 1
```

```
# Enables or disables all moderator symbols. Set to 1 to enable, 0 to disable.  
Moderators_Show_Symbols = 1
```

```
# Symbols for moderators, if enabled above  
Moderators_Temp_Mod_Symbol = +  
Moderators_Half_Mod_Symbol = %
```

```
Moderators_Full_Mod_Symbol = @  
Moderators_Admin_Symbol = &  
  
# Enable or disable the join message for moderators and administrators  
Moderators_Show_Join_Message = 1  
  
#-----  
# Gamelog Settings  
# These settings only apply if the Gamelog module is enabled.  
#-----  
  
# These five settings control which messages are shown in IRC. Set to 0 to  
# disable, 1 to show in admin channel only, 2 to show in both channels.  
  
Gamelog_Show_Vehicle_Purchase = 1  
Gamelog_Show_Crate_Messages = 1  
Gamelog_Show_Kill_Messages = 1  
Gamelog_Show_Vehicle_Kill_Messages = 1  
Gamelog_Show_Building_Kill_Messages = 1  
  
# Shows vehicle stolen messages ingame. Set to 1 to enable, 0 to disable.  
Gamelog_Show_Vehicle_Stolen = 1  
  
# How many light vehicle kills are needed to get a recommendation  
Gamelog_Autorec_Light_Vehicle_Kills = 8  
  
# How many heavy vehicle kills are needed to get a recommendation  
Gamelog_Autorec_Heavy_Vehicle_Kills = 5  
  
# How many building health points need to be repaired to get a recommendation  
Gamelog_Autorec_Building_Repair = 2000  
  
# How many vehicle health points need to be repaired to get a recommendation  
Gamelog_Autorec_Vehicle_Repair = 4000  
  
#-----  
# Gamespy Settings  
# Settings to control the Gamespy broadcaster. See the readme for more details.  
#-----  
  
# Enable the GSA broadcasting system  
Generate_Gamespy_Queries = 0
```

```
# Query port for your server, which GSA uses to communicate with your server
GameSpyQueryPort = 23500

# Enable broadcasting to GSA, if disabled the server will not be listed on
# the server lists. Also requires the gamespy_players module to be enabled.
Broadcast_Server_To_Gamespy = 0

# Your servers external IP
GameSpy_IP = 123.123.123.123
```

File Attachments

1) [brenbot.jpg](#), downloaded 725 times

BRenBot

```
BRenBot 1.52 build 1.
BRenBot is Copyright 2003-2007 by Blackhand Studios. All Rights reserved.
Unable to find either ssgm.ini, ssaow.ini or ssaph.ini! Some functions may not work.
Starting game status refresh thread...
bhs.dll library not found.
Connecting to RenGuard...
Activating half-RenGuard mode!
Connecting to 70.84.132.90
RenGuard session has started..
Starting up ssgm log follow thread.
Starting plugin admin
Starting plugin biatch
Starting plugin BRenBot
Starting plugin custom_commands
Starting plugin funsounds
Starting plugin ipbot
Starting plugin rank
Starting plugin seen
Starting plugin Server_Rules
Starting plugin warnings
WARNING: No WOL or GSA Gameport found in server.ini! Bailing out of gamespy_players!
IRC: Connected to irc.n00bstories.com.
IPBOT: Connected to ipbot master server.
WARNINGS PLUGIN :: Beginning to load list of disallowed words
WARNINGS PLUGIN :: Failed to open autowarn_words.cfg! Disabling automatic warnings.
Looking for RenLog at C:\Programrenlog_4-24-2009.txt...
Renewing wheel in 120 secs...
Connected to RenGuard.
Joining IRC channel #rrutk2...
Joining IRC channel #rrutk2...
Doing initial scan in 40 seconds..
IRC: UWMM_Bot joined channel #rrutk2
Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...
ssgm logfile not found, renewing wheel in 120 secs...
rrutk2@IRC 's permission: irc_op
Executing modules
rrutk2@IRC 's permission: irc_op
Executing set
rrutk2@IRC 's permission: irc_op
Executing modules
Looking for RenLog at C:\Programrenlog_4-24-2009.txt...
Renewing wheel in 120 secs...
Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...
ssgm logfile not found, renewing wheel in 120 secs...
rrutk2@IRC 's permission: irc_op
Executing set
rrutk2@IRC 's permission: irc_op
Executing set
Starting up ssgm log follow thread.
rrutk2@IRC 's permission: irc_op
Executing modules
Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...
ssgm logfile not found, renewing wheel in 120 secs...
Looking for RenLog at C:\Programrenlog_4-24-2009.txt...
Renewing wheel in 120 secs...
Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...
ssgm logfile not found, renewing wheel in 120 secs...
Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...
ssgm logfile not found, renewing wheel in 120 secs...
Looking for RenLog at C:\Programrenlog_4-24-2009.txt...
Renewing wheel in 120 secs...
Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...
ssgm logfile not found, renewing wheel in 120 secs...
Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...
ssgm logfile not found, renewing wheel in 120 secs...
```

forgot: IRC window:

File Attachments

1) [brenbot1.jpg](#), downloaded 728 times

```
[17:17] <UWMM_Bot> brenbot 1.92 reporting for duty: type :help for a list of
  commands.
[17:19] <@rrutk2> !modules
[17:19] -UWMM_Bot-
[17:19] -UWMM_Bot- autobalance      autorecs      bhs      donate
[17:19] -UWMM_Bot- gamelog        gameresults  gamespy_players
  join_messages
[17:19] -UWMM_Bot- map_settings  new_gi        pingresponse
  recommend
[17:19] -UWMM_Bot- ssgmlog       teammessages

[17:20] <UWMM_Bot> Warning: The FDS has not responded to the last two status
  requests, it may have gone offline.
[17:20] <UWMM_Bot> Warning: The FDS has not responded to the last two status
  requests, it may have gone offline.
[17:20] <@rrutk2> !set bhs on
[17:20] <UWMM_Bot> Activated module bhs.
[17:20] <@rrutk2> !modules
[17:20] -UWMM_Bot-
[17:20] -UWMM_Bot- autobalance      autorecs      bhs      donate
[17:20] -UWMM_Bot- gamelog        gameresults  gamespy_players
  join_messages
[17:20] -UWMM_Bot- map_settings  new_gi        pingresponse
  recommend
[17:20] -UWMM_Bot- ssgmlog       teammessages
[17:21] <@rrutk2> !set gamelog on
[17:21] <UWMM_Bot> Activated module gamelog.
[17:21] <@rrutk2> !set ssgmlog on
[17:21] <UWMM_Bot> Activated module ssgmlog.
[17:21] <@rrutk2> !modules
[17:21] -UWMM_Bot-
[17:21] -UWMM_Bot- autobalance      autorecs      bhs      donate
[17:21] -UWMM_Bot- gamelog        gameresults  gamespy_players
  join_messages
[17:21] -UWMM_Bot- map_settings  new_gi        pingresponse
  recommend
[17:21] -UWMM_Bot- ssgmlog       teammessages
```

Subject: Re: 2 BRenBot Questions

Posted by [danpaul88](#) on Fri, 24 Apr 2009 15:49:38 GMT

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Replace

FDSConfigFile = C:\Program Files (x86)\RenegadeFDS\Server\data\svrcfg_cnc.ini

FDSLogFilePath = C:\Program Files (x86)\RenegadeFDS\Server\

With

FDSConfigFile = C:\Progra~1\RenegadeFDS\Server\data\svrcfg_cnc.ini

FDSLogFilePath = C:\Progra~1\RenegadeFDS\Server\

1.52 cannot parse spaces in that path at the moment, so using the DOS name works around that.

The reason gamelog and bhs go green when turned on manually is because the manual switch on bypasses the normal checks that give the error condition. With ssgmlog the check still runs and puts it back into error mode.

Subject: Re: 2 BRenBot Questions

Posted by [rrutk](#) on Fri, 24 Apr 2009 16:08:32 GMT

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thx, works now! the modules are loading up.

but for vista it must be:

FDSConfigFile = C:\Progra~2\RenegadeFDS\Server\data\svrcfg_cnc.ini

FDSLogFilePath = C:\Progra~2\RenegadeFDS\Server\

Subject: Re: 2 BRenBot Questions

Posted by [rrutk](#) on Fri, 24 Apr 2009 16:57:12 GMT

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but there is still the problem with the irc ping timeout after some minutes without activity.... ? i'm

Subject: Re: 2 BRenBot Questions

Posted by [danpaul88](#) on Fri, 24 Apr 2009 19:18:02 GMT

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There should be no reason for the IRC to timeout unless the IRC server does not send the ping request to the bot for it to respond to...

Subject: Re: 2 BRenBot Questions

Posted by [rrutk](#) on Sat, 25 Apr 2009 12:02:54 GMT

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i dont get a timeout for my normal nick in IRC.

only the bot does.

the random announces doesnt work while waiting for players?
otherwise it should keep the connection alive.

Subject: Re: 2 BRenBot Questions

Posted by [danpaul88](#) on Sat, 25 Apr 2009 12:27:52 GMT

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The random announce is disabled if there are no players ingame. An IRC connection does not need any messages to be sent to the channel to stay active, there is a ping/pong system where the IRC server sends a ping to the client, and the client responds, which is exactly what BRenBot does. If it's timing out that suggests that either the ping request is not being sent, it's being lost en route, or the pong response is getting lost en route (ie: bad connection).
